



CIVILIZATION ↓Δ ↓ΞV 7KΛHΔ7 U1↓ ↓ΞV 7KΛHΔ7 U1↓ INIK NINΛV FVYΔΛV ↓Δ ↓ΞV NIK7 OK7Λ 7Δ-VΔ-KVΛW7 U7KΛV 3V CVAL VΛF U7KΛVΛ

**Ithorian****Attribute Dice:** 12D**DEXTERITY** 1D/3D**KNOWLEDGE** 2D+2/5D**MECHANICAL** 1D/2D**PERCEPTION** 1D+1/4D**STRENGTH** 1D/3D**TECHNICAL** 1D/2D+1**Special Skills:***Knowledge Skills:*

Agriculture: Time to use: at least one standard week. The character has a good working knowledge of crops and animal herds, and can suggest appropriate crops for a type of soil, or explain why crop yields have been affected.

Ecology: Time to use: at least one standard month. The character has a good working knowledge of the interdependent nature of ecospheres, and can determine how proposed changes will affect the sphere. This skill can be used in one minute to determine the probable role of a life form within its biosphere: predator, prey, symbiote, parasite or some other quick description of its ecological niche.

Story Factors:

Herd Ships: Many Ithorians come from herd ships, which fly from planet to planet trading goods. Any character from one of these worlds is likely to meet *someone* that they have met before if adventuring in a civilized portion of the galaxy.

Move: 10/12**Size:** Up to 2.3 meters tall[Home](#) | [Site Map](#) | [Contact Us](#) | [What's New](#) | [More info](#)

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